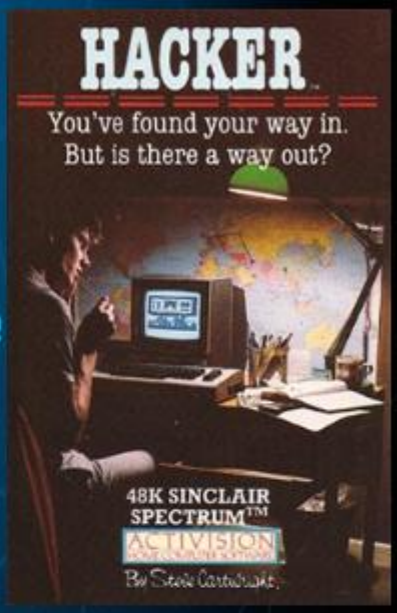
GAMER RETRO Magazine

GAMER

15TH MAY 2025

RETRO Magazine

HACKER GAMER



Hacker is a 1985 video game by Activision.

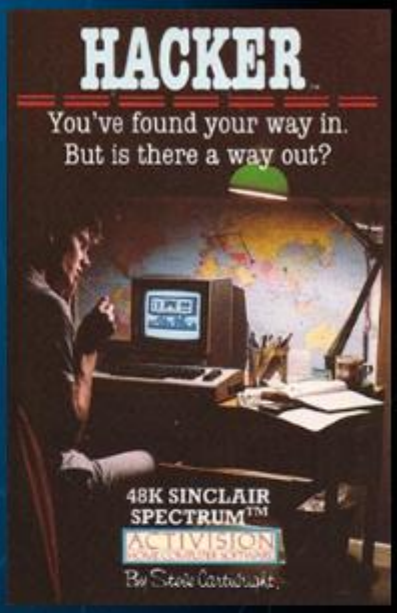
It was designed by Steve Cartwright and released for the Amiga, Amstrad CPC, Apple II, Atari 8-bit computers, Atari ST, Commodore 64, Macintosh, MS-DOS, MSX2, and ZX Spectrum.

Activision executive Jim Levy introduced Hacker to reporters by pretending that something had gone wrong during his attempt to connect on line to company headquarters to demonstrate a new game.

After several attempts he logged into a mysterious non-Activision computer, before explaining, "That, ladies and gentlemen, is the game".

The player assumes the role of a hacker, a person experienced in breaking into secure computer systems, who accidentally acquires access to a non-public system.

The game was shipped with no information on how to play, thus building the concept that the player did hack into a system.



The player must attempt to hack into the Magma Ltd. computer system at the beginning of the game by guessing the logon password.

The password becomes obvious only after gaining access, through another means of entry, to the later stage of the game, but typing "help" or "h" in the initial command line gives a clue.

Since initial attempts consist of guessing (and likely failing), access is eventually granted due to a supposed malfunction in the security system.

The game lacks a save game feature. A player who fails must start again from the beginning.

By late 1987 more than 50,000 copies of Hacker were sold, and it was Activision's third best-selling Commodore game.

HACKER HACKER

HACKER

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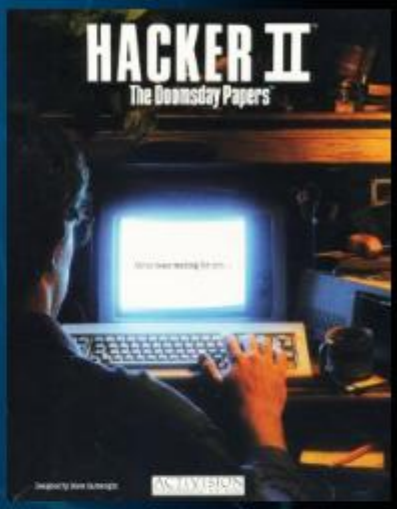
HACKER2 GAMER



Hacker II: The Doomsday Papers is a video published by Activision in 1986.

Hacker II is the sequel to the 1985 game Hacker.

Hacker II was released for the Amiga, Apple II, Apple IIGS, Amstrad CPC, Atari ST, Commodore 64, IBM PC compatibles, Mac, and ZX Spectrum.

Hacker II is more difficult and involved than the first game.

In Hacker II, the player is actually recruited based upon their (assumed) success with the activities in the original game.

Once again, they are tasked with controlling a robot, this time to infiltrate a secure facility in order to retrieve documents known only as "The Doomsday Papers" from a well-guarded vault to ensure the security of the United States.

HACKER2

HACKER 2

HACKER 2

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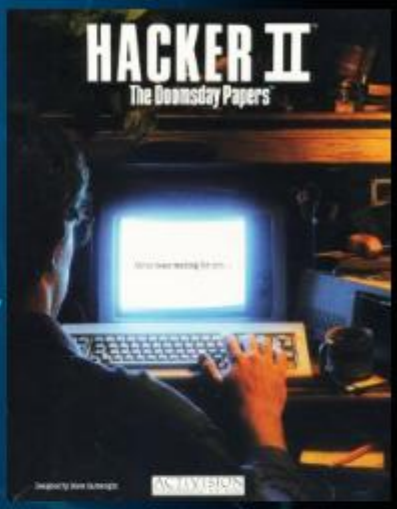
HACKER2 GAMER



Discovery by the guards must be avoided at all costs because once alerted, they will call in a huge machine called the "Annihilator" that resembles a large frame on wheels with a crusher mounted.

There are no saves available in the game, as in the first title.

Hacker II was criticized the inability to save, but favorably reported on the game's graphics, detail, and user interface.

Hacker 2 had some of most exciting and harrowing scenarios you'll find in a computer game.

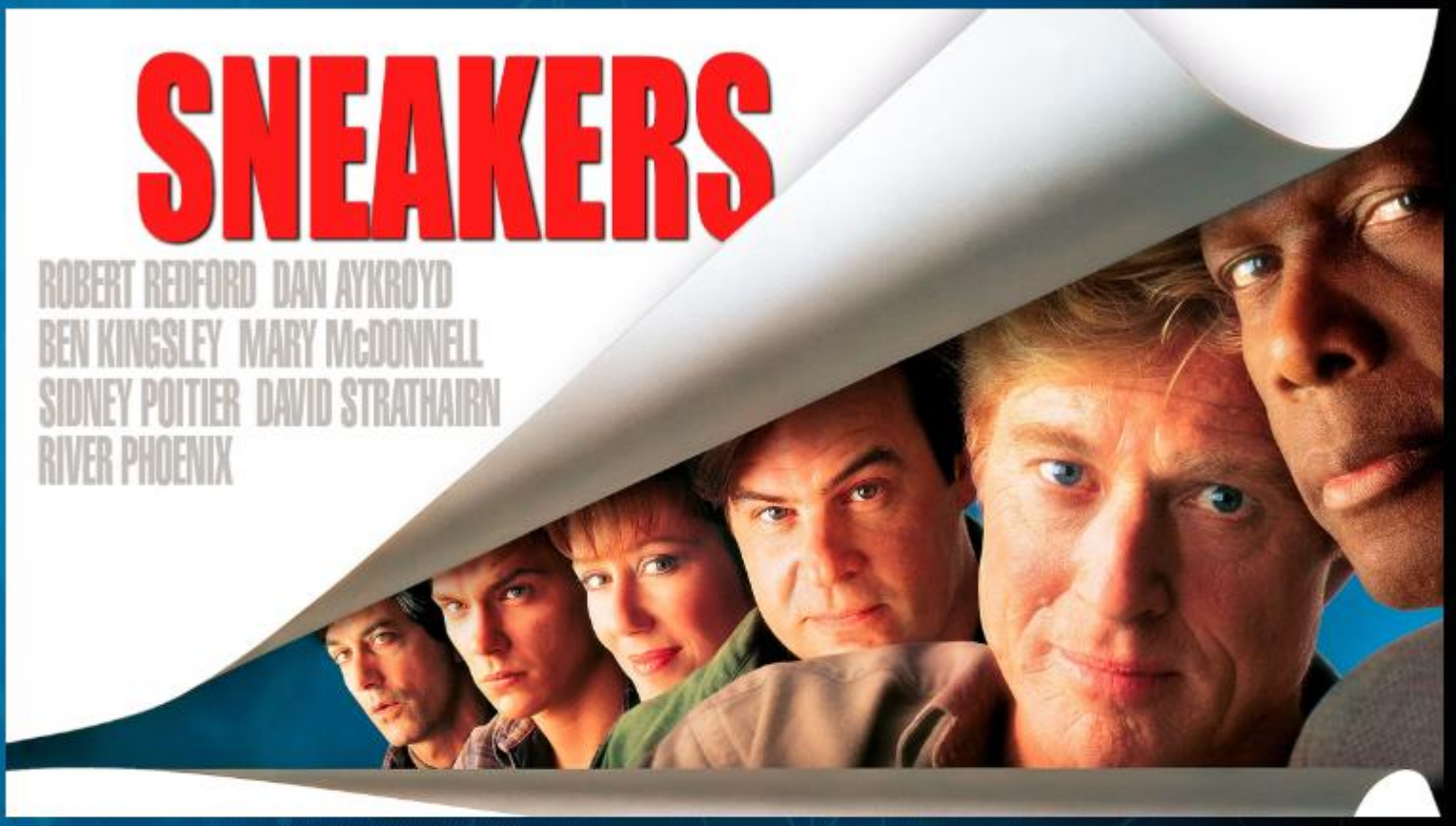
Hacker 2 difficulty and scale did not appeal to everyone.

Hacker 2 was a engrossing challenging espionage game and just like the Original Hacker video game is a cult classic.

HACKER2

HACKER 2

HACKER 2



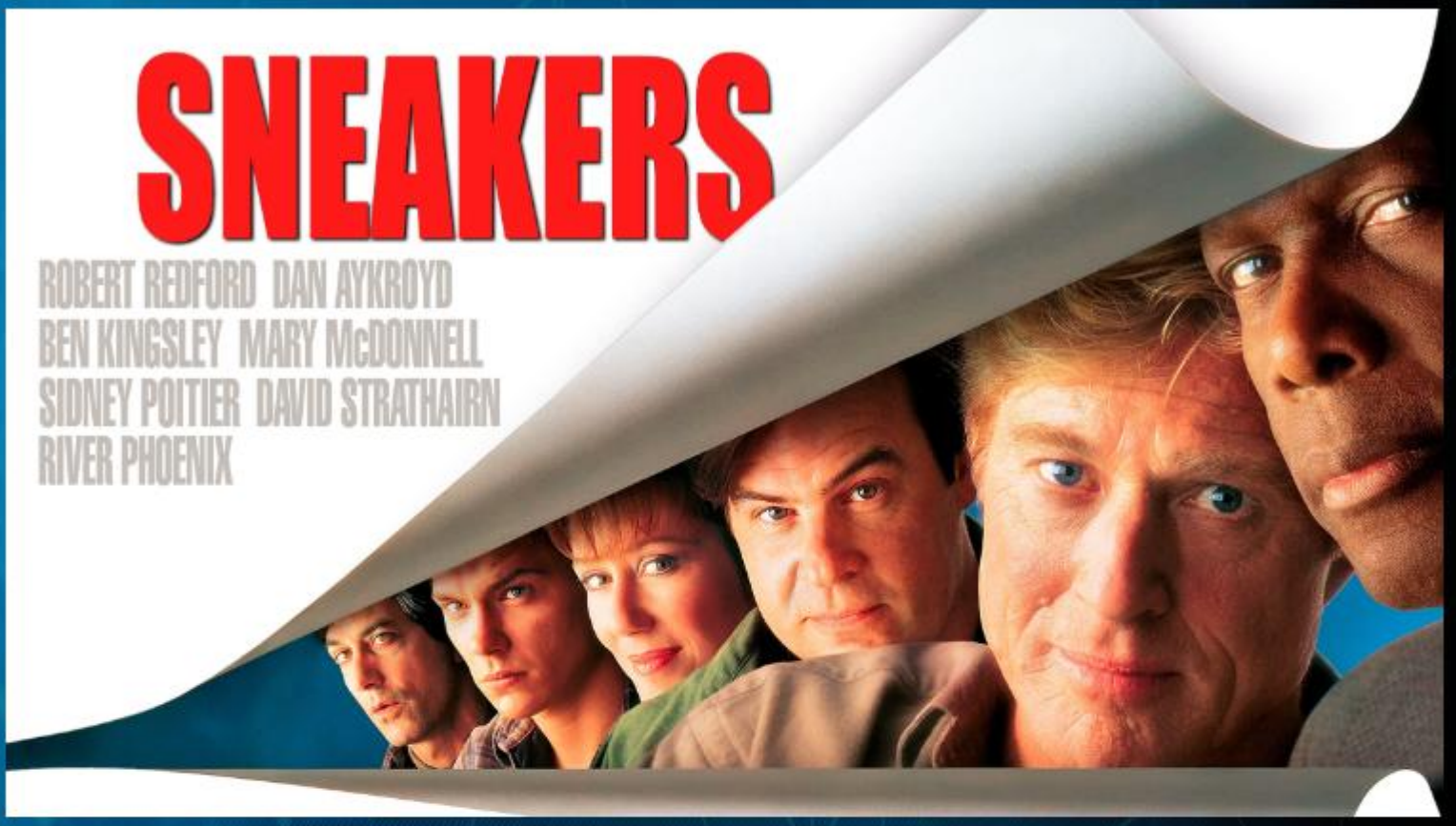
Sneakers (1992 film)

Sneakers is a 1992 American film.

It stars Robert Redford, Dan Aykroyd, Ben Kingsley, Mary McDonnell, River Phoenix, Sidney Poitier, and David Strathairn.

In the film, Martin (Redford) and his group of security specialists are hired to steal a black box but soon realize the job has nefarious and far-reaching consequences.

Redford was the first actor attached to the project, and he helped recruit the remaining cast members.



Sneakers (1992 film)

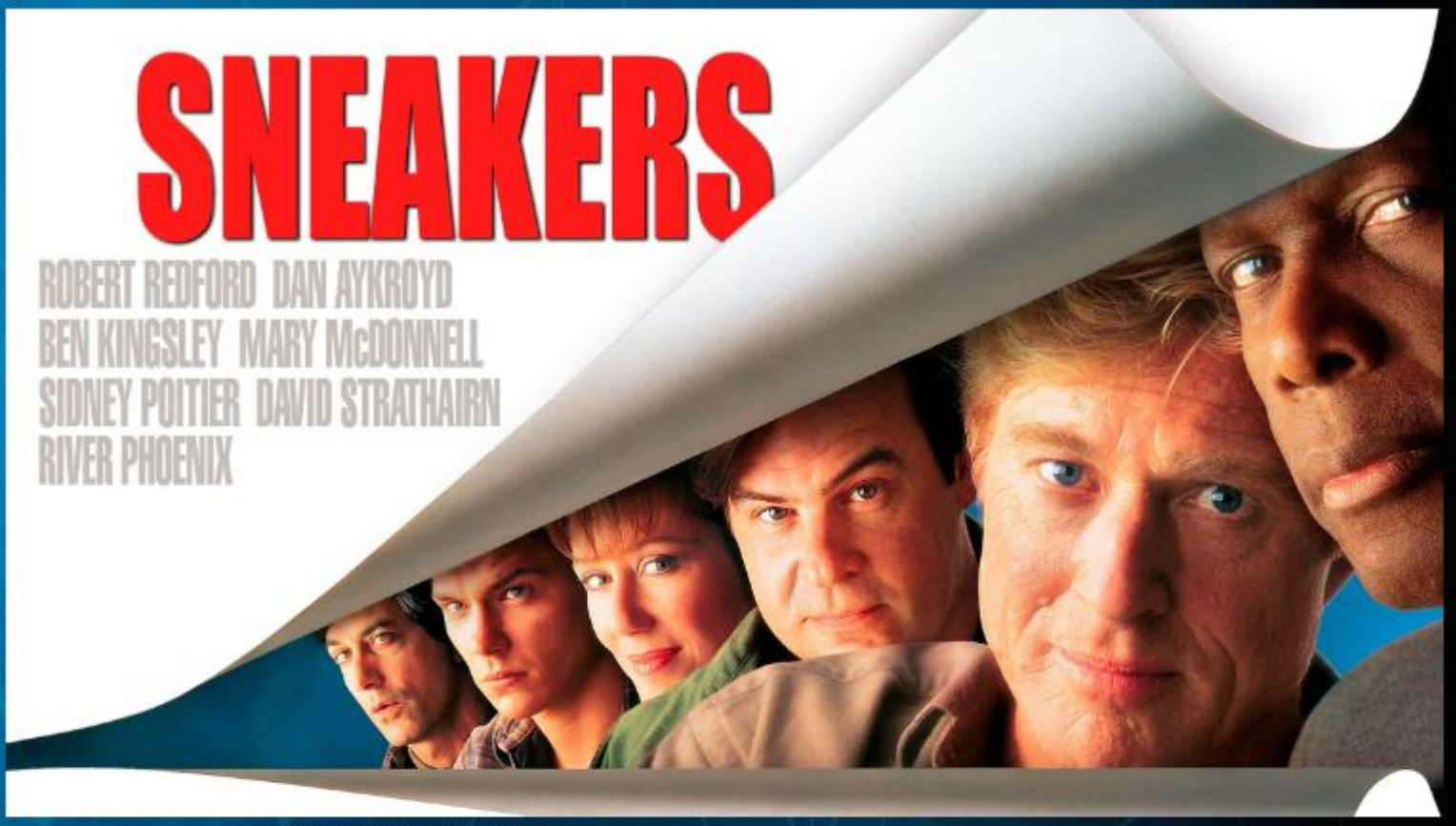
In 1969, student hackers and long-time friends Martin Brice and Cosmo use their skills to reallocate money from causes they consider evil to noble but underfunded causes designed to help the world.

Martin leaves for food just before the police arrive, arresting Cosmo and forcing Martin into hiding.

SNEAKERS

SNEAKERS

SNEAKERS

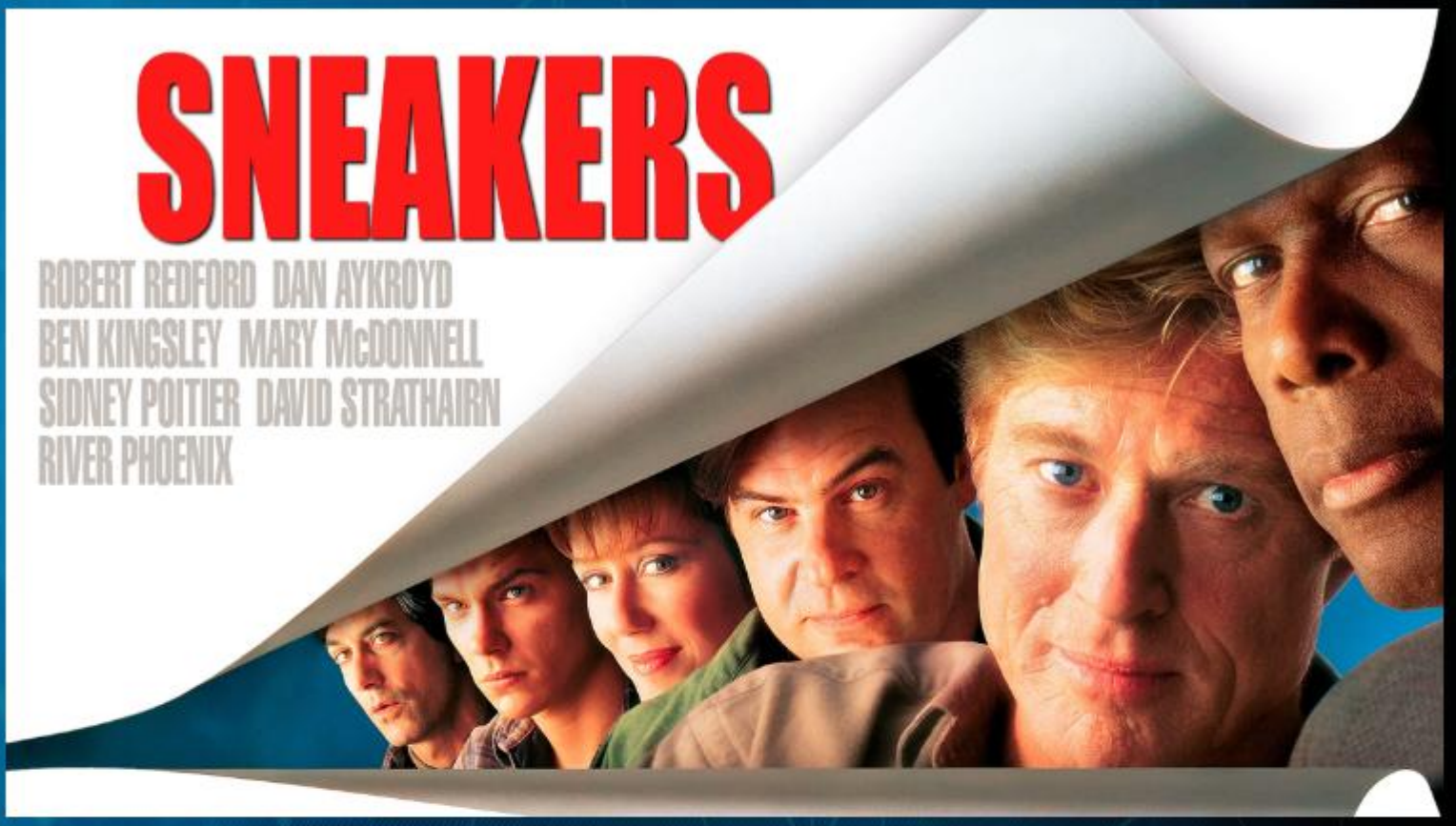


Sneakers (1992 film)

Decades later, in San Francisco, Martin, using the alias Martin Bishop, heads a penetration testing security specialist team that includes former CIA operative Donald Crease, technician and conspiracy theorist Darren "Mother" Roskow, hacking prodigy Carl Arbogast, and blind phone phreak Irwin "Whistler" Emery.

After the team successfully infiltrates a bank to demonstrate their inadequate security.

Martin is approached by two NSA agents.



Sneakers (1992 film)

The men are aware of Martin's true identity and offer to clear his name and pay him $175,000 to recover a Russian-funded black box device codenamed "Setec Astronomy" from mathematician Gunter Janek.

However, they discover the device is a code breaker capable of infiltrating the most secure computer networks including financial and government systems.

The film received positive reviews upon its release.

Welltris

Welltris Spectrum Holobyte

Welltris is a puzzle video game, developed by Doka and licensed to Bullet-Proof Software. It is an official game in the Tetris series.

Adaptations were made by Sphere, Inc., for Spectrum HoloByte, and by Infogrames.

It was released for MS-DOS compatible operating systems in 1989.

Ports for Macintosh, Amiga, Amstrad CPC, and Atari ST followed in 1990, then ZX Spectrum and Commodore 64 in 1991.

Welltris was the first Tetris sequel designed by original designer Alexey Pajitnov, with Andrei Sgenov.

It retains that game's falling-block puzzle gameplay but extends the pit into three dimensions while the blocks remain two-dimensional, with the board viewed from above.

Welltris

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Welltris

GAMER

Welltris Spectrum Holobyte

Whenever the player completes a solid horizontal or vertical line, it disappears and the remaining squares slide to fill the open space.

If a falling block comes to rest with any part of itself still on a wall, that wall is temporarily frozen; no blocks can be moved onto it during this time.

Freezing all four walls ends the game.

Welltris was inspired by another puzzle game titled Blockout (1989).

Welltris was originally released for MS-DOS and Apple Mac and later ported to 8-bit and 16-bit home computers.

Welltris had good reviews upon its release.

Welltris

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MEGAMANIA GAMER

Megamania Activision

Megamania is a fixed shooter video game developed by Steve Cartwright for the Atari 2600.

It was published by Activision in 1982.

In the game, a pilot of an intergalactic space cruiser has a nightmare where his ship is being attacked by food and household objects.

Using the missile launcher from their space cruiser, the pilot fends off the attackers.

The game was later released for the Atari 5200 and Atari 8-bit computers.

Cartwright initially found inspiration for Megamania's gameplay from the arcade game Astro Blaster (1981).

Megamania received Critical response upon its release.

MEGAMANIA

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Viewtiful Joe 2003 (Capcom)

Viewtiful Joe is a side scrolling beat 'em up video game franchise created by Japanese game designer Hideki Kamiya.

It is primarily developed and published by Capcom and its subsidiary Clover Studio.

Viewtiful Joe 2003 (Capcom)

The first game in the series was directed by Hideki Kamiya, who had previously directed Resident Evil 2 and Devil May Cry.

The gameplay features traditional 2D platform side-scrolling intermixed with 3D cel-shaded graphics.

Viewtiful Joe

RETRO Magazine

Viewtiful Joe 2003 (Capcom)

A PlayStation 2 version was developed in 2004 by Clover Studio featuring Dante from the Devil May Cry series as a playable character.

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Viewtiful Joe 2

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Viewtiful Joe 2 2004

The second game in the series was directed by Masaaki Yamada, with Hideki Kamiya writing the story.

The game was released for both the Game Cube and PlayStation 2 in 2004 in North America and Japan, and in 2005 in Europe and Australia.

Viewtiful Joe 2

RETRO Magazine

Viewtiful Joe 2 2004

The game would be the first title to be fully developed by Clover Studio, a new studio within Capcom that was founded in 2004.

Viewtiful Joe 2 features both Viewtiful Joe and Sexy Silvia as playable characters with similar gameplay elements to the first game.

RETRO Magazine

Viewtiful Joe 2 2004

The first two Viewtiful Joe games received critical acclaim. However, the games that came after received a mixed-to-positive response and did not sell well.

In Japan, the Game Cube version of Viewtiful Joe sold through its initial shipment of less than 100,000 copies during the week of its release.

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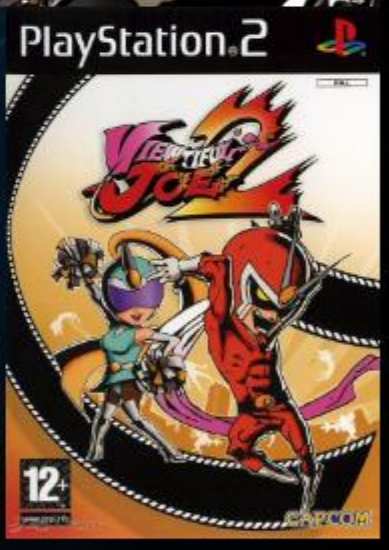
Viewtiful Joe 2 2004



Preorders of the Game Cube version sold out on Capcom's North American website prior to its ship date, and Viewtiful Joe debuted as the tenth best-selling game in the region.

The PlayStation 2 version sold a poor 9,912 units in its first week of release in Japan.

Viewtiful Joe 2 2004

Worldwide, sales of the game reached 275,000 copies on the Game Cube and 46,000 on the PlayStation 2.

Sales of the game in both North America and Europe were lower than what Capcom had predicted, but due to its small budget, the game was considered relatively successful commercially.

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Viewtiful Joe: Red Hot 2005

Viewtiful Joe: Red Hot Rumble, known in Japan as Viewtiful Joe: Battle Carnival is a video game released by Capcom in 2005 for the Game Cube and the PlayStation Portable.

It combines platform fighter and beat 'em up gameplay, and features characters and elements from the Viewtiful Joe video game series and its accompanying animated series.

RETRO Magazine

Viewtiful Joe: Red Hot 2005

Captain Blue is working on his latest film, and decides to hold a battle tournament between those who are auditioning to determine who will get the lead role.

Viewtiful Joe: Red Hot 2005

The game was originally announced under the title Viewtiful Joe: VFX Battle, and early rumors stated that it was to be released for the PlayStation 2, before the confusion was cleared up due to a translation error.

Producer Atsushi Inaba noted that the game was inspired heavily by Nintendo's Super Smash Bros. Melee.

The game received "mixed" reviews on both platforms.

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Sid Meier's CIVILIZATION

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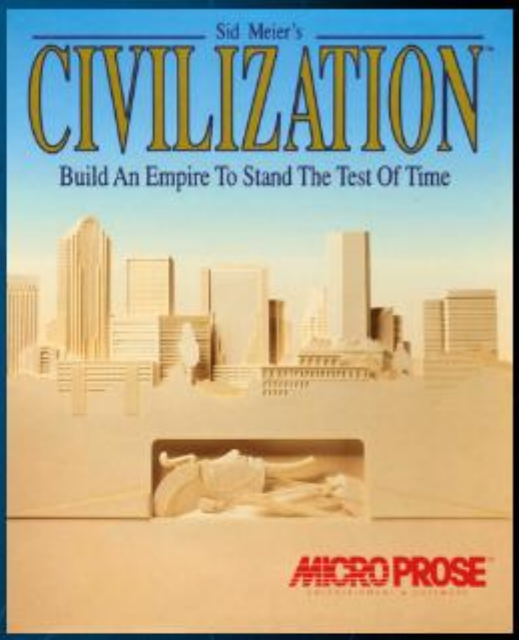
Sid Meier's Civilization 1991



Sid Meier's Civilization is a 1991 turn-based strategy 4X video game developed and published by Micro Prose.

The game was originally developed for MS-DOS running on a PC, and it has undergone numerous revisions for various platforms.

The player is tasked with leading an entire human civilization over the course of several millennia by controlling various areas such as urban development, exploration, government, trade, research, and military.

The player can control individual units and advance the exploration, conquest and settlement of the game's world.

The player can also make such decisions as setting forms of government, tax rates and research priorities.

CIVILIZATION

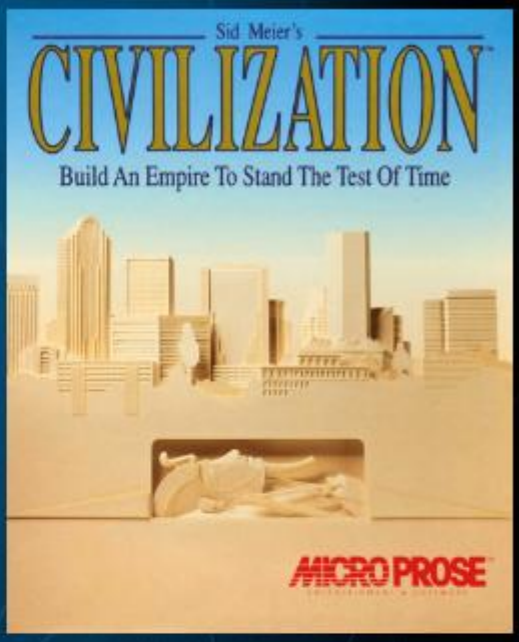
RETRO Magazine

Sid Meier's CIVILIZATION

GAMER

Sid Meier's Civilization 1991

Civilization has sold 1.5 million copies since its release and is considered one of the most influential computer games in history.



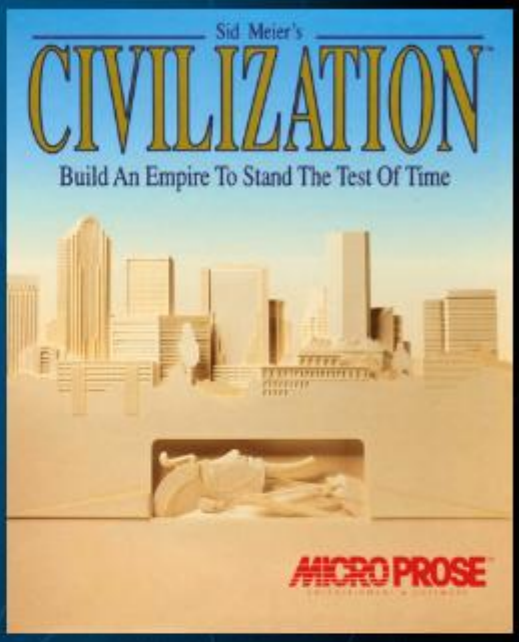
In addition to its commercial and critical success, the game has been deemed pedagogically valuable due to its presentation of historical relationships, and one of the greatest video games ever made by several publications.

The player takes on the role of the ruler of a civilization, starting with settler units, and attempts to build an empire in competition with two to seven other civilizations.

The game requires a fair amount of micromanagement although less than other simulation games.

CIVILIZATION

Sid Meier's Civilization 1991



Along with the larger tasks of exploration, warfare and diplomacy, the player has to make decisions about where to build new cities, which improvements or units to build in each city,

Players can also build Wonders of the World in each of the epochs of the game, subject only to obtaining the prerequisite knowledge.

These wonders are important achievements of society, science, culture and defense, ranging from the Pyramids and the Great Wall in the Ancient age, to Copernicus' Observatory and Magellan's Expedition in the middle period, up to the Apollo program, the United Nations, and the Manhattan Project in the modern era.

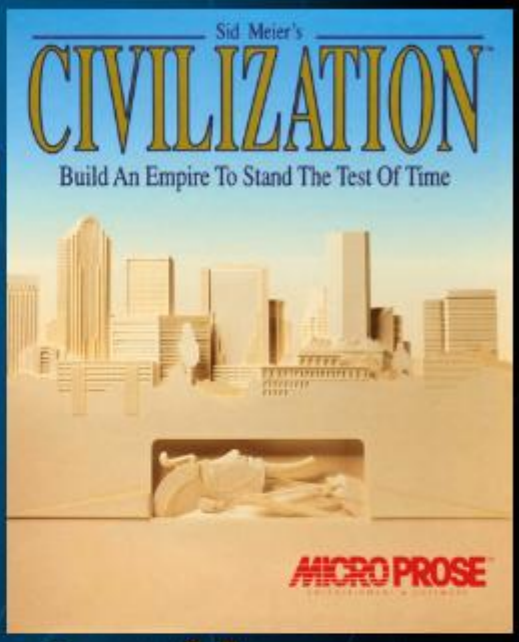
Each wonder can only be built once in the world, and requires a lot of resources to build, far more than most other city buildings or units.

RETRO Magazine

Sid Meier's CIVILIZATION

GAMER

Sid Meier's Civilization 1991



The game can be won by conquering all other civilizations or by winning the space race by reaching the star system of Alpha Centauri.

Civilization has been called one of the most important strategy games of all time, and has a loyal following of fans.

This high level of interest has led to the creation of a number of free and open source versions and inspired similar games by other commercial developers.

By the release of Civilization II in 1996, Civilization had sold over 850,000 copies.

By 2001, sales had reached 1 million copies.

By 2016 Civilization had sold 1.5 million copies.

Blades of Time

Blades of Time is an action-adventure hack-and-slash video game developed by Gaijin Entertainment and published by Konami and Iceberg Interactive for Microsoft Windows, PlayStation 3, Xbox 360 and Mac OS X.

The game is a reboot/sequel to X-Blades.

Blades of Time

Blades of Time was released in 2012.

Blades of Time features an ability called "Time Rewind", which lets the player turn back time and produces a clone that replicates the last actions the protagonist.

A dual sword-wielding treasure hunter named Ayumi finds herself stuck on a mysterious and dangerous island.

Blades of Time

Blades of Time received "mixed" reviews on Microsoft Windows, PlayStation 3 and Xbox 360, but received "generally unfavorable" reviews on the Nintendo Switch.

RETRO Magazine DANTE'S INFERNO GAMER

Dante`s Inferno Visceral Games

Dante's Inferno is a 2010 action-adventure game developed by Visceral Games and published by Electronic Arts.

The game was released for PlayStation 3, Xbox 360 and PlayStation Portable in February 2010.

The PlayStation Portable version was developed by Artificial Mind and Movement.

RETRO Magazine DANTE'S INFERNO GAMER

Dante`s Inferno Viscerial Games

The game's story is loosely based on Inferno, the first cantica of Dante Alighieri's Divine Comedy.

It follows Dante, imagined as a Templar knight from The Crusades, who, guided by the spirit of the poet Virgil, must fight through the nine Circles of Hell to rescue his wife Beatrice from the clutches of Lucifer himself.

Dante`s Inferno Viscerial Games

In the game, players control Dante from a third-person perspective.

His primary weapon is a scythe that can be used in a series of combination attacks and finishing moves.

Many attack combinations and abilities can be unlocked in exchange for souls, an in-game currency that is collected upon defeating enemies.

RETRO Magazine DANTE'S INFERNO GAMER

Dante`s Inferno Viscerial Games

Some downloadable contents were subsequently released, including Dark Forest, a prequel story, and Trials of St. Lucia, which features St. Lucia as a playable character.

Dante's Inferno received generally positive reviews.

DANTE'S INFERNO

Dante`s Inferno Viscerial Games - Artwork

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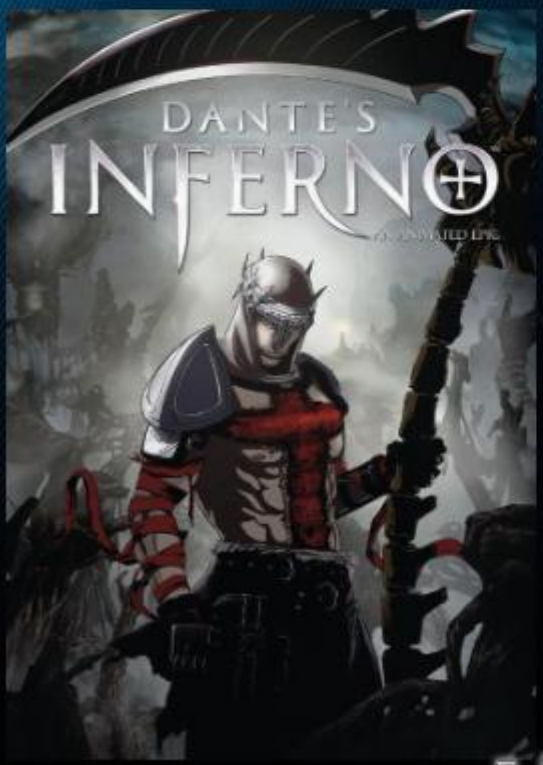
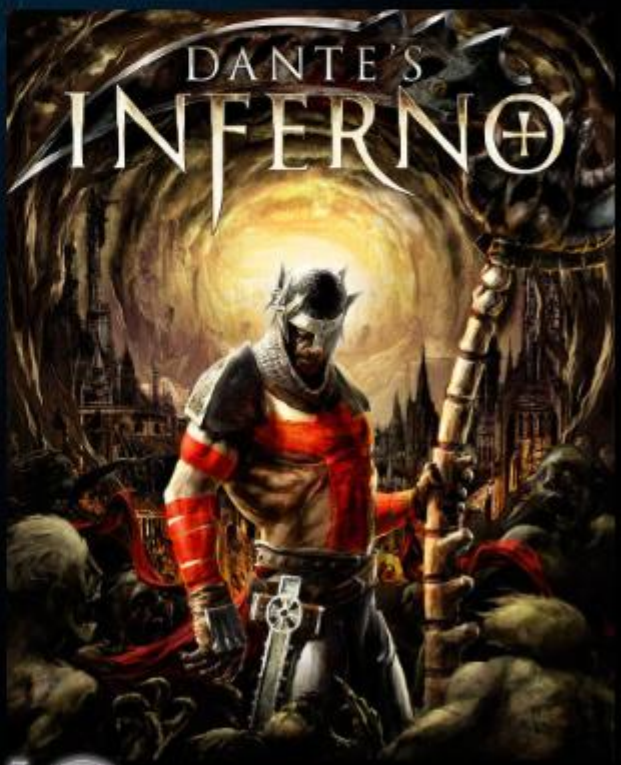
DANTE'S INFERNO GAMER

Dante`s Inferno Viscerial Games - Artwork





DANTE'S INFERNO

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Power Stone

Power Stone is a 1999 arcade fighting game developed and published by Capcom, released on the Sega NAOMI arcade board and ported to the Dreamcast home console.

It consists of battles in three-dimensional environments and contains objects that could be picked up and used.

PlayStation Portable as Power Stone Collection in 2006, known in Japan as Power Stone Portable.

Power Stone

Both are also set to be ported to Nintendo Switch, PlayStation 4, Xbox One and Windows in 2025 as part of Capcom Fighting Collection 2.

The three-dimensional fighting includes the ability to use special attacks as well as to pick up and fight with such objects as tables, chairs, rocks and bombs.

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POWER STONE

GAMER

Power Stone

Power Stones", resembling gems of different colors, appear in the arena.

If a character collects three Power Stones, they transform into a more powerful version of themselves.

The Dreamcast version of Power Stone received "favorable" reviews upon release.

Power stones is a fun game to play with your friends and one my favorite dreamcast games.

POWER STONE

RETRO Magazine Wacky Races GAMER

Wacky Races

Wacky Races is a racing video game developed by Appaloosa Interactive for PC and PlayStation and by Velez & Dubail for the Game Boy Color.

It was published by Infogrames in 2000.

The games use the story and characters from the American series Wacky Races created by William Hanna and Joseph Barbera.

The eleven racing cars compete against each other across circuits inspired by the cartoon characters.

RETRO Magazine Wacky Races GAMER

Wacky Races

The game features eight ready-to-play vehicles and an additional three boss vehicles that must be unlocked.

Each vehicle has its own characteristics, strengths, and weaknesses, resulting in a wide variety of driving styles.

As in all Mario Kart style game, each competitor has abilities and weapons to fight their way to first place.

RETRO Magazine Wacky Races GAMER

Wacky Races

The player must accumulate floating pink coins, called Wacky Tokens, scattered around the tracks in order to use their vehicle's specific abilities.

These abilities are divided into three categories: defense, speed, and attack.

At the end of the championship mode for the first time, the player has access to the Mean Machine, driven by Dick Dastardly and Muttley, with superior gadgets.

The game has four game modes: Time Trial, Championship, Multiplayer, and Super Gadgets.

The latter offers a detailed list of all the gadgets available in the game.

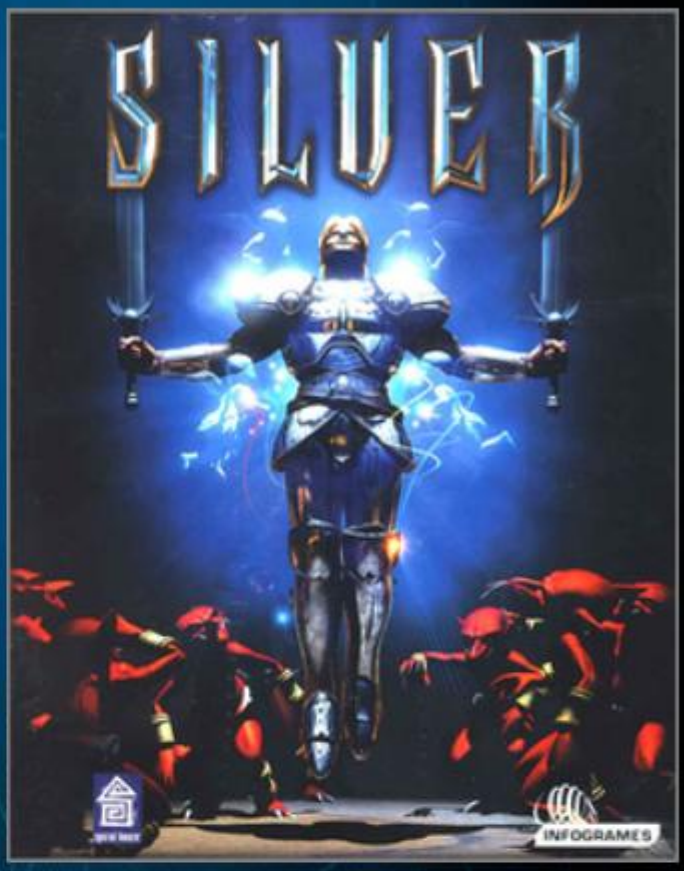
Wacky Races received "mixed" reviews on upon its its release.

RETRO Magazine

SILVER

GAMER

Silver



Silver is an action role-playing video game for Microsoft Windows, Dreamcast and Mac OS, released in 1999.

The game was produced by Infogrames initially for Windows, and later for the Dreamcast.

The story focuses around a young warrior called David and his quest to retrieve his wife from the clutches of the villain Silver.

The game sold over 400,000 copies.

The game received above-average reviews upon its release.

RETRO Magazine

Fighting Vipers

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Fighting Vipers is a 1995 fighting video game developed by Sega.

The game was released in November 1995 in arcades, using the Sega Model 2 hardware, before it was ported to the Sega Saturn home console in 1996.

RETRO Magazine

FIGHTING VIPERS

GAMER

Though Fighting Vipers was not very popular in North American arcades.

Fighting Vipers had positive reviews upon its release for the Sega Saturn.

RETRO Magazine

HIDDEN & DANGEROUS DELUXE

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Hidden & Dangerous is a 1999 tactical shooter video game, developed by Illusion Softworks.

It was published by Take-Two Interactive and TalonSoft, for Windows, Dreamcast and PlayStation.

HIDDEN & DANGEROUS DELUXE

Hidden & Dangerous

The PlayStation port of the game was developed by Tarantula Studios, and it is regarded as a pioneering tactical shooter.

Hidden & Dangerous

A sequel, Hidden & Dangerous 2, was released in 2003.

The player controls a four-man British Special Air Service team executing a number of important missions during World War II.

Hidden & Dangerous

The game supports play in either the third or first-person perspectives, with the player able to actively switch between the two while in-game.

The PC and Dreamcast versions received "average" reviews upon release.